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Blind and Defenseless in the Mutara Nebula
Admiral Kirk's desperate battle with Khan

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STAR TREK™

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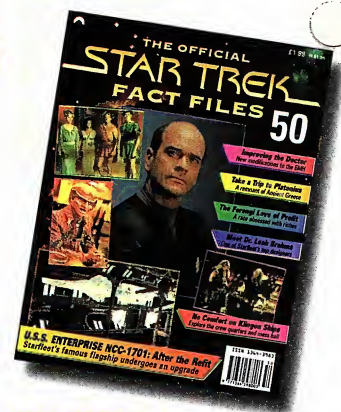
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 32

ALPHA QUADRANT



CHARTING
THE GALAXY

POLLUX IV

CLASS-M PLANET

Located in the **Beta Geminorum** system, the **Class-M Pollux IV** has no obvious indigenous life. The one living creature observed by a landing party is a god-like humanoid called **Apollo**. This lonely being has his own temple-based power source, but this is destroyed by the **U.S.S. Enterprise** in 2367. **Apollo** disperses himself in the wind when he is unable to gain any followers. **Pollux IV** appears a reddish color when observed from orbit.



▲ *The **U.S.S. ENTERPRISE** is exploring the **Beta Geminorum** system when a giant hand grabs the ship. The hand is actually a forcefield controlled by **Apollo**, who brings the ship to **Pollux IV**.*



▲ *After leaving **Earth**, **Apollo** and the other **Olympians** make a new home on **Pollux IV**. By 2267, only **Apollo** remains.*

POLLUX V

CLASS: UNKNOWN

Also in the **Beta Geminorum** system, **Pollux V** is surveyed by the **U.S.S. Enterprise** in 2267. No life signs are registered on the planet surface.

PULLOCK V

CLASS-M PLANET

During the **Cardassian** occupation, the **Ornathia** resistance cell of **Bajor**, led by **Lenris Holem**, attack **Pullock V** in the first resistance raid away from **Bajor**.

PYRIS VII

CLASS-M PLANET

Pyris VII is a temporary home to intergalactic travelers **Sylvia** and **Korob**. While exploring the Milky Way, the pair try to prevent the crew of the **U.S.S. Enterprise** from investigating their activities by creating nightmarish situations drawn from the subconscious human mind. Under **Sylvia** and **Korob**'s influence, the surface of **Pyrus VII** is extremely rocky and is shrouded in fog. **Sylvia** is driven mad by adopting human form. **Captain Kirk** manages to disable the inter-galactic travelers by destroying their powerful transmuter/wand, and the two perish on the surface of **Pyrus VII**.



▲ *When **Captain Kirk** and his landing party visit the surface of **Pyrus VII**, they find themselves in a nightmarish reality drawn from their subconscious minds. **Sylvia** and **Korob** have created a giant cat, a haunted castle, dungeons, and 'zombies'.*

PSI 2000

CLASS-M PLANET

A blue-colored, frozen planet which completely collapsed in 2266 as its sun faded. Before its disintegration, a **Federation** science station was assigned to the planet to monitor its progress. The science team were all killed by a water-based virus with symptoms which include irrational, intoxicated behavior. The virus spreads from person to person via human perspiration. While investigating the planet in 2266, the **U.S.S. Enterprise** crew almost meet a similar fate. The crew is infected by the same virus, and the irrational behavior almost results in the ship crashing into the planet surface. A variant of the **Psi 2000** virus is also encountered in the next century and affects two more **Federation** starships.



▲ *The **Federation** science team assigned to **Psi 2000** to monitor the disintegration of the planet are affected by a virus which makes them interfere with the life support system.*

PYTHRO V

CLASS-M PLANET

This planet is the homeland to an elderly couple who accuse conman **Martus Mazur** of defrauding them of their money by investing it in a business which he then closed.



The Guide to the STAR TREK Galaxy

FILE 3

CARD 32

ALPHA QUADRANT



CHARTING
THE GALAXY

Q, PLANET

CLASS-M PLANET

Brown when seen from orbit, this **Class-M** planet has a large human population. The landscape is rocky and barren, but comfortable for human habitation. A traveling acting troupe, the **Karidian Company of Players**, perform 'Macbeth' for some of the inhabitants in 2266. **Planet Q** was home to **Thomas Leighton** at the time of his murder by **Lenore Karidi**, daughter of the nefarious **Kodos the Executioner**,

Dr. **Thomas Leighton** is one of nine eyewitnesses to survive the massacre on **Tarsus IV**. He tells **Kirk** he is convinced that **Kodos** is now on **Planet Q**.



who had changed his identity to **Anton Karidian**. The planet was on the **Astral Queen's** flight path.

In 2266, **Planet Q** is home to a thriving **Federation** colony, with a large population.



QUAZULU VIII

CLASS-M PLANET

Twelve students from the **U.S.S. Enterprise NCC-1701-D** visit this planet in 2364 as part of a field trip. They return to the ship with a virus that infects many other crew members and causes respiratory illness.

RAKELLA PRIME

CLASS-M PLANET

Homeworld to a race called the **Vok'sha**. Part of the **Vok'sha's** belief system centers around the idea that the emotion of hate is a beast which lives inside the stomach. Their greatest mythical hero is a man who ate stones for 23 days to kill the beast. He later became a saint.

RAMATIS III

CLASS-M PLANET

Riva, a respected **Federation** mediator, comes from this planet. Riva is part of the ruling family on **Ramatis III**, all of whom are characterized by a missing gene that means they are unable to hear or to communicate through speech. Instead, members of the family employ a telepathic chorus of three to interpret aspects of their personality.

REGULA

CLASS-D PLANET

Located in the **Mutara Sector**, this planetoid, described as "a great rock in space", is used in an early, and apparently successful, test of the **Genesis Device**. The scientific station **Regula One** is located in the planet's orbit. Because **Regula** is lifeless and contains no remarkable ores, it is the ideal place to test the **Genesis** effect. **Starfleet** engineers spend 10 months tunneling several corridors and a large inner cavern in the heart of the planetoid. It only takes the **Genesis Device** one day to create a lush, verdant environment in the cavern. There is a waterfall in the center of the cave; the environment is temperate, and fruit trees are plentiful. The success of the test persuades **Starfleet** to move ahead with the **Genesis Project**.

From space, **Regula** appears to be a dead world, but inside this ball of rock the **Genesis Device** has reordered matter to create a paradise.



QUADRA SIGMA III

CLASS-M PLANET

In 2364 this **Federation** mining colony suffers a catastrophic explosion, resulting in the deaths of many of the 504 colonists. The **U.S.S. Enterprise NCC-1701-D** is sent to investigate.

The crew of the **U.S.S. ENTERPRISE** provide emergency aid after the explosion.



QUALOR II

CLASS-M PLANET

The **Federation Surplus Depot Zed-15**, which is run by the **Zakdorn**, is located near **Qualor II**. The **Zakdorn** quartermaster who oversees this site is named **Klim Dokachin**. The depot loses one of its ships, the **Vulcan** ship **T'Pau**, in 2367. On the surface of **Qualor II** is a piano bar hosted by the former wife of a deceased smuggler, who is considered to be a potential source of information in the search for the missing **Vulcan** ship.

The **U.S.S. ENTERPRISE** visits the **Qualor II** shipyards where decommissioned **Starfleet** vessels, such as the **T'PAU**, are sent to be salvaged.



The four-armed **Amarie** plays keyboards in a bar on **Qualor II**. She has a wide repertoire, including **Andorian blues** and **Klingon opera**. She is also familiar with many of the deals struck in the bar.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 1A



CHARTING
THE GALAXY

UNITS OF MEASUREMENT

The Federation has adopted standard measurements of length, capacity, and weight to ensure that different species can have a common frame of reference. The metric system became the official standard on Earth in the late 20th century, and was

popularly adopted across the planet early in the next century. It has become the universal default throughout the Federation. Other units have been developed to measure warp speeds and subspace stresses and distortion. As science probes

the upper limits of warp speed, it seems likely new units of measurement will be needed.

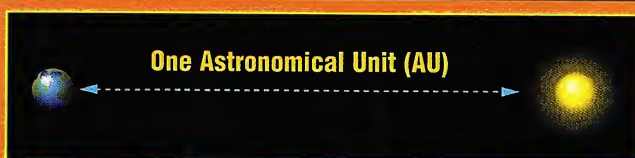
Many other species, such as the Klingons and the Romulans, have independent measuring systems.

Distances

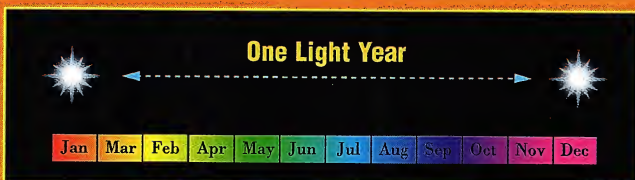
Stellar and interplanetary distances are measured in extremely large units, consisting of thousands or millions of kilometers. Astronomical units (AUs) are used to measure the orbits and trajectories within a solar system. One AU is the average distance between the planet Earth and its sun. Its value has been established as, roughly, 149,600,000 km (92,956,000 miles).

Light years are used to measure the vast distances between star systems. One light year is equivalent to the distance that light travels in a mean solar year. The speed of light is approximately 299,330 km/sec (186,000 mi/sec), and a light-year is equal to 9,439,660,000,000 km (5,865,700,000,000 miles).

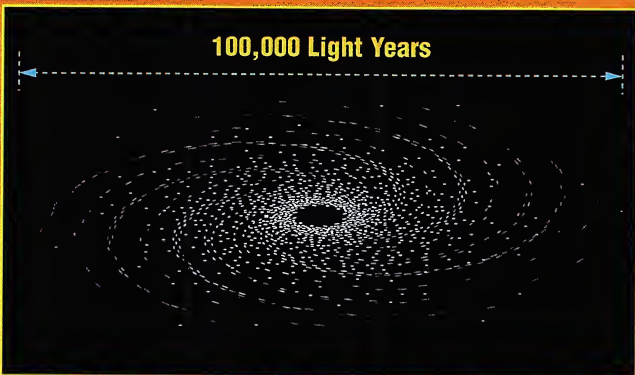
Our galaxy, the Milky Way, is almost 100,000 light years in diameter, and at its central bulge is about 10,000 light years across. The *Caretaker* took the *U.S.S. Voyager NCC-74656* to a location about 70,000 light years away from Earth in the Delta Quadrant, leaving the crew facing a journey of more than 70 years back to the Alpha Quadrant.



▲ An AU is a distance of approximately 149,600,000 kilometers and is the average distance between the planet Earth, where the Federation is headquartered, and its sun.



▲ A light year is the distance that an object or particle moving at the speed of light travels in one year. It is approximately 9,439,660,000,000 km.



▲ The Milky Way galaxy is 100,000 light years across. The distances between galaxies are even greater, making intergalactic travel a very difficult proposition.

Measuring subspace

After Zefram Cochrane successfully tested the warp engine in 2063, units were established to measure the stresses generated by subspace fields.

The cochrane is the standard unit of measurement for subspace field stress. Cochranes are also used to measure field distortions generated by other spatial manipulation devices, which include tractor beams, synthetic gravity fields, and starship deflector shields. One cochrane is the amount of force generated by a field of warp factor one.

Millicochranes are used to measure fields below warp one; a nanocochrane is one billionth of a cochrane.



▲ Cochranes are named after Zefram Cochrane, the man who invented the warp drive.

Computer storage

The byte, as used in computer processing and storage, is a unit of information consisting of 8 bits; one byte is the amount of storage space needed for a single character, such as a letter, a numeral, or a punctuation mark. There are 1024 bytes in a kilobyte and 1,048,576 bytes in a megabyte.

Because bytes, or even megabytes, represent only a small amount of information, computer memory and storage are usually given in kiloquads or gigaquads. One standard isolinear chip can store 2.15 kiloquads of information; the

computers of *Intrepid*-class starships can store all the written works from every Federation world, and still gather gigaquads of data during a mission of exploration.

The computers on 24th century Starfleet vessels use an optical storage and distribution system, known as the ODN (Optical Data Network). The central computer cores use miniature subspace generators to function at significantly faster-than-light speeds and perform billions of operations every nanosecond.



▲ Isolinear chips are the standard method of storage for computer data. They use an optical storage system and can store 2.15 kiloquads of information.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 1A



CHARTING
THE GALAXY

UNITS OF MEASUREMENT

Speeds

Faster-than-light, or warp, speeds are measured in factors. Warp Factor 1 is the speed of light; warp 10 is infinite speed – theoretically anyone traveling at this velocity would simultaneously occupy every point in the universe. Warp speeds increase on an exponential scale, thus warp 3 is 39 times the speed of warp 1. The rate of increase is gradual over low to mid range warp speeds, but extremely fast at higher warp speeds, particularly at velocities over warp 9.9.

A ship traveling at warp one generates a subspace field of one cochrane, and an increase in the field stress of one cochrane

represents an increase in speed equal to the speed of light:

Warp Factor 1	= 1 cochrane
Warp Factor 2	= 10 cochranes
Warp Factor 3	= 39 cochranes
Warp Factor 4	= 102 cochranes
Warp Factor 5	= 214 cochranes
Warp Factor 6	= 392 cochranes
Warp Factor 7	= 656 cochranes
Warp Factor 8	= 1024 cochranes
Warp Factor 9	= 1516 cochranes

These values are all approximate.

Warp factor values vary somewhat depending on specific interstellar conditions, such as gas density within a sector, or electrical and magnetic fields

which may exist within the region.

In the 2370s, Starfleet vessels are capable of attaining speeds in the region of warp 9.6. Speeds higher than this are not normally attainable using conventional warp drives. Some species such as the Borg use transwarp corridors to travel at speeds in excess of warp 9.9. As the Federation has no experience of speeds in this region, no measurement scale has been established; it is not known what kind of measurement system the Borg use.

Warp speeds increase exponentially. The illustration below shows the distance traveled in one day by ships moving at different warp speeds.

Warp 9. 4.153 Light Years

Warp 7. 1.797 Light Years

Warp 5. 0.586 Light Years

Warp 3. 0.1068 Light Years

Warp Factor 1. 25,862,094,720 km (16,070,400,000 miles)

Distance traveled in one 24-hour period

Klingon Units

The Klingons have reluctantly accepted the Federation standards of measurement when cooperating on joint projects, but they still favor Klingon methods of measurement aboard their ships. Other cultures also use their own systems, but few are so adamant about maintaining their traditional ways as the Klingons. Typical Klingon units of measurement include the following:

Kellicam	A unit of measurement roughly equal to two kilometers.
Klorn	A unit of liquid measurement, as in "give me a klorn of ale."
Lik'rt	A time unit, roughly the equivalent of a second.
Lirt'k	A time unit, roughly equal to a minute.



The Klingons have their own system of measurements, and use units such as kellicams to measure distances in space.

Romulan Units

Despite their historic links with the Vulcans, the Romulans have a distinct culture, which bears little relation to the Federation's. Not surprisingly, they have their own system of measurements. They use kolems to measure power flow, melakols to measure pressure, and onkians to measure temperature. Drinking water is pleasantly cold at a temperature of 12 onkians.



The Romulans use units of measurement such as kolems and melakols.

Bajoran Units

Although they have close links with the Federation, the Bajorans still use some traditional measurements. They measure land in tessipates and kellipates.

The Bajorans still use their own, traditional units to measure areas of land.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 8



OTHER GROUPS
AND RACES

TRIBBLES

A tribble is, depending on your point of view, either one of the most adorable creatures in the Galaxy or an ecological time bomb about to leave a trail of chaos in its wake.

Tribbles hail from the far reaches of Federation space. They are small creatures with an amazing capacity to reproduce at speed.

Their bodies, which resemble flattened spheres, are covered in fur that varies from pure white to darkest black through several shades of tan and brown.

It is not immediately obvious which end of a tribble is which. Indeed, it is debatable whether tribbles have a head as we would think of one at all; they certainly have no teeth. They possess only a rudimentary intelligence. They emit squealing noises when sat or trod on, indicating that they can feel pain; they can also differentiate between various humanoid species, but exactly how they do this is unknown. As well as having no differentiated limbs or head areas, tribbles are also asexual.

There is only one tribble gender, and the creatures can reproduce at will. Their rate of reproduction, and the speed at which they eat, is so fast that a single tribble can pose a very real ecological threat to a planet's environment; it virtually creates a plague.

Survival strategy

Tribbles are born pregnant, and reproduce at an alarming rate. The average tribble can produce

▶ *The average adult tribble is about the size of a human palm, and appears to be a simple ball of fur. It has no visible mouth.*

a litter of approximately 10 offspring every 12 hours – leading to more than a million young tribbles in less than three days. This may seem excessive, but is a necessary survival strategy on their homeworld. The environment from which the tribbles originate is riddled with



predators, and few offspring reach maturity; this level of reproduction serves to perpetuate the species, but little more. It is only once tribbles are removed from their natural habitat and introduced to

one that is free from predators that their rate of reproduction becomes a problem.

Baby tribbles are approximately three centimeters in diameter; an adult tribble may grow to

LOVABLE PESTS

Friendly danger

Although tribbles pose a very serious threat to food supplies, many species, including humans, find them lovable. This is partially because tribbles naturally ingratiate themselves by purring; holding tribbles actually reduces the heart rate. Some species, however, have a much more antagonistic relationship with the creatures. For instance, Klingons and tribbles hate one another. This eventually leads to the Klingons exterminating their enemy in a series of raids, culminating in the annihilation of the tribble homeworld.



◀ *Tribbles are fond of most species, including the Ferengi. However, their capacity to breed at an accelerated rate means that they rapidly outstay their welcome. One apparently harmless tribble can produce a million offspring within three days.*

▼ *Tribbles react violently to Klingons, rearing up in fear and squealing. The feeling is mutual, and in the 23rd century the Klingons invest a great deal of time and energy in exterminating every tribble in existence.*



▶ *In the hands of a human, a tribble produces a pleasant purring sound. Holding a tribble produces a comforting sensation and helps to lower the heart rate.*

OTHER CARDS IN THIS FILE...

1A PET SPECIES

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GALAXY FACTS

▶ Tribbles are somehow able to detect genetically altered Klingons, such as Arne Darvin, who manage to deceive humans. It is unclear exactly how they do this.

▶ On his second trip to *Deep Space Station K-7*, Arne Darvin intends to kill Captain Kirk with a bomb disguised as a tribble. Fortunately, Dax and Sisko manage to beam the bomb into space.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 8

TRIBBLES



OTHER GROUPS AND RACES

▼ Tribbles are still a fairly common sight in the 2280s, but shortly after this the Klingons succeed in completely eliminating the furry creatures.

as much as 30 centimeters in diameter.

Fifty percent of a tribble's metabolism is geared for reproduction. Tribbles' sole purpose in life appears to be nothing more than to eat and to breed. They seem to be able to seek out food anywhere, and can reach it by moving through vents, machinery and even up walls; tribbles can stick to seemingly smooth

vertical surfaces with the skill of a spider. If their food supply is limited their ability to breed is diminished, and starving them is often the easiest way to limit their growth. However, left to their own devices tribbles will reproduce at an incredible rate.

Many intelligent species find tribbles attractive, and they are often sold by intergalactic traders as pets



TRIBBLES EVERYWHERE



▶ Tribbles have a voracious appetite and little intelligence. In 2267, a group on *DEEP SPACE STATION K-7* gorge themselves on a poisoned shipment of quadrotriticale and die.



▶ Tribbles have an amazing ability to find food, even though they lack any obvious means of locomotion. They can overrun a starship in a matter of hours.

▶ The crew of the *U.S.S. DEFIANT* accidentally transport at least one tribble to *DEEP SPACE NINE* after a trip to the past. Within a matter of hours, the entire station is infested with them.

or souvenirs. When held or stroked, tribbles emit a low, gentle purring noise which has a tranquilizing effect on the nervous system of humans and many other races. They may also rock gently in time with their purring.

However, the tribbles' ability to breed so quickly turns many a charmed tribble owner against his or her little pet and, as **Dr. Leonard McCoy** once remarked, there is no practical use for the creatures. Indeed, there are races who consider them to be vermin.

Enemy of the Klingons

But there are few races that are as virulent in their hatred of tribbles as the **Klingons**. This proud warrior race describes the tribbles as "detestable creatures" and, in the late

23rd century, decides that enough is enough. Hundreds of Klingon warriors are sent out to rid the Galaxy of tribbles, and a Klingon armada obliterates the tribble homeworld.

Back in action

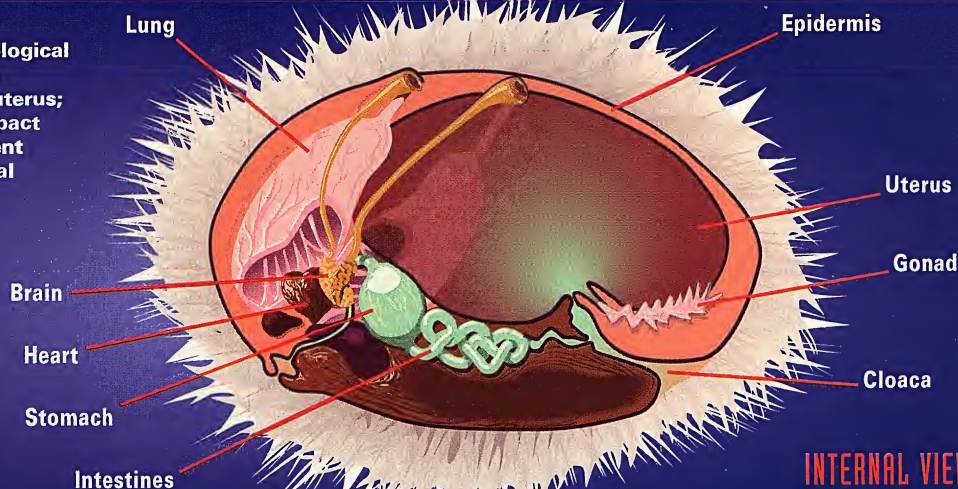
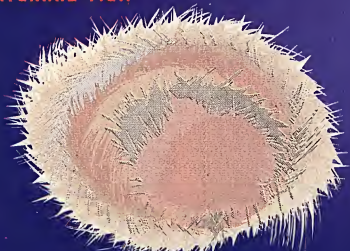
This would have been the end of the story if not for **Arne Darvin**, a Klingon spy who, in 2373, travels back in time to the Federation starbase *Deep Space Station K-7* in the year 2267. Darvin's attempts to alter time are foiled by staff from the 24th-century station *Deep Space Nine*, but when the *Starfleet* officers return to their own time they inadvertently bring a tribble with them. Soon *Deep Space Nine*, like *K-7* more than a century earlier, is deluged under a sea of tribbles.

ANATOMY OF A TRIBBLE

Born to breed

A tribble is governed by two major biological functions – eating and reproducing. Its internal organs are dominated by the uterus; it has a relatively small brain and compact digestive organs. It has a highly efficient metabolism, and produces only minimal waste products.

EXTERNAL VIEW



INTERNAL VIEW

STARFLEET ACADEMY

COMBAT TACTICS

FIGHTING IN A NEBULA

Situation:

Khan Noonien Singh has inflicted serious damage on the *U.S.S. Enterprise NCC-1701*, which has lost the use of its shields.

Factors:

- Khan's ship, the *U.S.S. Reliant*, is also damaged, but has superior weapons capability; it can also make much better speeds.
- Khan has a genetically engineered intelligence, but he lacks Kirk's experience.
- The *U.S.S. Enterprise's* warp engines are not functioning.
- The Mutara Nebula, which will render a ship's sensors and shields inoperative, is nearby.

Courses open:

1. Attempt to fight normally.
2. Attempt to flee, even though the *Reliant* is faster.
3. Enter the Mutara Nebula, where sensors are ineffective.

Plan:

- Flight is out of the question, and fighting Khan in the open is risky. Entering the nebula places both ships on an equal footing.
- Inside the nebula, Admiral Kirk is able to take advantage of his superior tactical abilities. Specifically, he realizes that Khan is only moving in two dimensions. By lowering the *Enterprise*, Kirk gains the upper hand.



▲ In a nebula, a starship captain is deprived of many of the technological aids he or she would normally take for granted, and is forced to rely on intuition and cunning – qualities that Admiral James T. Kirk possesses in abundance.

Reliant, but Khan retaliates, hurting the *Enterprise* badly by cutting a long, deep phaser burn along her port side. Before Kirk can fire back, the *Reliant* disappears into the clouds.

Under the command of Khan Noonien Singh, the *U.S.S. Reliant NCC-1864* has seriously damaged the *U.S.S. Enterprise NCC-1701*. Khan is now determined to kill Admiral James Kirk, who he believes has ruined his life. With many of its systems down and with only partial main power available, the *Enterprise* seems to be at Khan's mercy.

Kirk takes the *Enterprise* into the Mutara Nebula, where both ships' tactical displays are clouded by static discharge – visual will not function, and shields are useless.

As Kirk had hoped, Khan follows the *Enterprise* into the nebula. Both ships are blind, and they pass each other without realizing it. Then Kirk sees his chance to attack. Without

STARSHIP FACTS

- Khan hijacks the *U.S.S. Reliant* when it surveys Ceti Alpha V, the planet where Kirk leaves him 22 years earlier.
- In the 2370s, the *Maquis* often conceal their fighters in nebulae or plasma storms which prevent an enemy from detecting them, and make pursuit dangerous.

the ability to automatically lock the *Enterprise's* weapons, he orders Mr. Sulu to fire phasers using his "best guess."

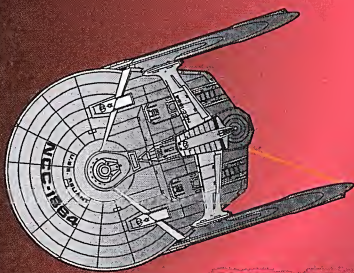
The phasers inflict serious damage on the

Experience counts

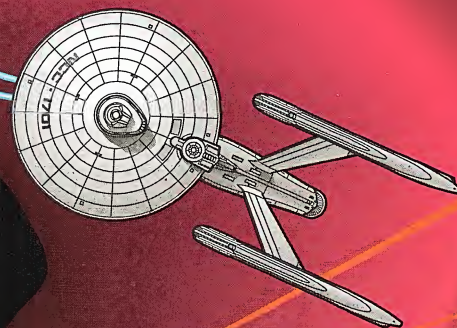
Spock picks up energy readings which may be an impulse turn. He suggests that Khan is intelligent but not experienced; so far, he has demonstrated two-dimensional thinking.

Kirk orders the *Enterprise* to move 10,000 meters downward. Moments later she comes up behind the *Reliant*, and Kirk waits for the static on his main viewscreen to clear. When it does, the *Enterprise* is in a perfect position to attack. Kirk orders Mr. Chekov to fire photon torpedoes, which tear through the *Reliant's* port warp nacelle and deal a death blow to Khan's ship.

The Mutara Nebula makes it impossible for either ship to detect the other, or to raise shields.



Neither ship can establish a weapons lock, and the *RELIANT* and *ENTERPRISE* can only target their weapons manually.



Both ships are forced to plot courses which the respective commanders hope will bring them into a good firing position.

▲ Phenomena such as the Mutara Nebula seriously interfere with a starship's ability to use many of its offensive and defensive systems. Because nebulae make it impossible for ships to raise shields, less powerful vessels may choose them as venues for combat.





FIGHTING IN A NEBULA

Admiral Kirk believes that in the **Mutara Nebula** his experience will enable him to overcome **Khan's** natural intelligence and the **U.S.S. Reliant's** superior defensive capabilities. Events in the nebula prove Kirk right; although Khan is a fast learner, he thinks two-dimensionally, and this gives Kirk a distinct advantage.

1: ENTERING THE NEBULA

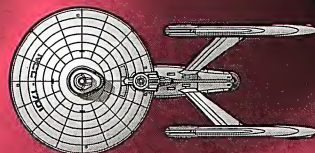
Khan pursues the U.S.S. ENTERPRISE in the U.S.S. RELIANT.

The U.S.S. ENTERPRISE enters the Mutara Nebula, which interferes with its sensors.



2: SENSORS ARE USELESS

As soon as Kirk enters the nebula, he changes course, making it harder for Khan to find him.



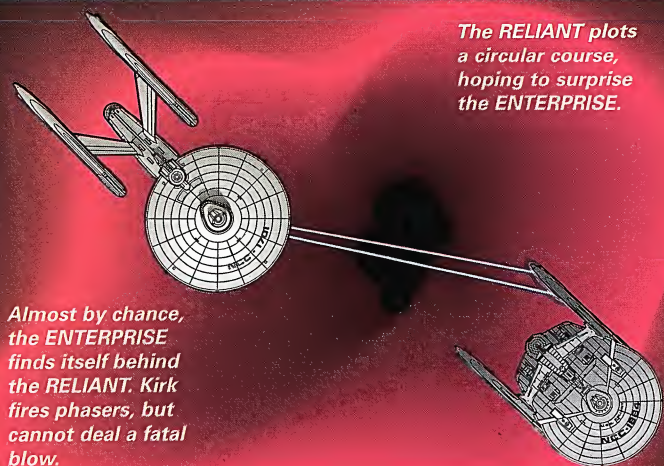
The RELIANT's shields will not function in the nebula, and Khan can no longer 'see' his enemy.

Kirk decides to take the U.S.S. Enterprise into the Mutara Nebula, where the ship is almost blind. When Kirk taunts him, Khan decides to follow, even though this means he will lose the advantage his shields give him.

The nebula prevents sensors and shields from functioning. The only way of attacking an opponent is to make visual contact. Kirk changes course, forcing Khan to engage in an elaborate game of cat and mouse.

3: VISUAL CONTACT

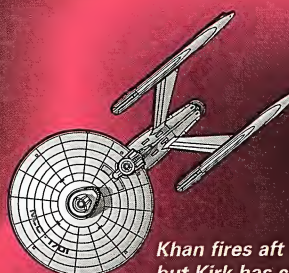
The RELIANT plots a circular course, hoping to surprise the ENTERPRISE.



Almost by chance, the ENTERPRISE finds itself behind the RELIANT. Kirk fires phasers, but cannot deal a fatal blow.

4: ATTEMPTED RETALIATION

Khan fires aft torpedoes, but Kirk has changed course and avoids the impact.

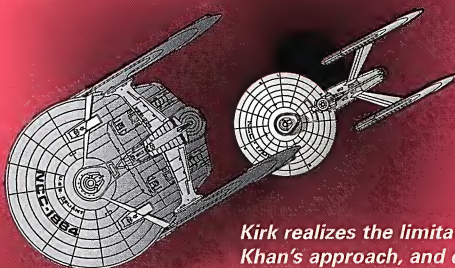


After a few minutes, the Enterprise catches sight of the U.S.S. Reliant and attacks. Although **Sulu** is able to damage Khan's ship, the Reliant escapes reasonably intact.

Khan retaliates by firing torpedoes from the aft launcher, but Kirk has anticipated this move and changes course, avoiding damage. The two ships have now lost visual contact.

5: THREE DIMENSIONS

The RELIANT continues searching for the ENTERPRISE, but only moves in two dimensions.



Kirk realizes the limitations of Khan's approach, and drops the ENTERPRISE below the RELIANT.

6: FINAL BLOW

The ENTERPRISE returns to its original position, but is now behind the RELIANT and is able to attack the stolen vessel.



The ENTERPRISE concentrates its fire on the RELIANT, and soon destroys the unprotected ship.

Spock points out that Khan is only moving in two dimensions, and Kirk takes advantage of this by dropping 10,000 meters. The Reliant passes harmlessly above the Enterprise without detecting her.

Kirk returns to his original location, and the Enterprise is now directly behind the Reliant. Kirk is in a perfect position to deliver a fatal blow, and wastes no time in destroying the other vessel.



FILE 28 U.S.S. DEFIANT NX-74205

TYPE:

SHUTTLEPOD

ASSIGNED TO:

U.S.S. DEFIANT NX-74205

NAME:

SHUTTLE 01

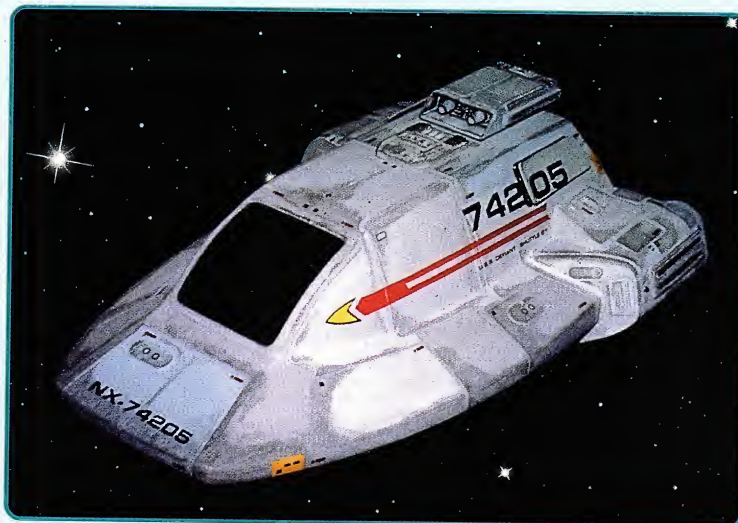
The **U.S.S. Defiant NX-74205** normally carries two shuttlepods. These shuttles are designed for two people, and are equipped with warp engines. However, they are not intended for long journeys; they are not capable of top warp speeds and make few concessions to comfort, and there is certainly nowhere that a passenger could lie down to sleep. The shuttlepod has been designed to enter a planet's atmosphere and to land on the surface.

Unique design

The shuttlepods have a compact design, which is more aerodynamic than the **Type-15 shuttlepod** which is in use on **Galaxy-class** vessels, such as the **U.S.S. Enterprise NCC-1701-D**. The shuttle is basically rectangular, the engines are built up at the rear of the vessel, and the two truncated warp nacelles are located on each side of the ship, toward the rear of the cockpit.

Each shuttle has three doors, two gullwing doors on each side of the cockpit and one large door at the rear of the ship which is hinged at the top. The cockpit itself is somewhat cramped; a large viewport fills the front panel. There is only room for two seats between the front of the ship and the rear door. The control consoles are in a bank directly in front of the two passengers and on the inside of the

The U.S.S. DEFIANT carries a unique design of shuttlepod. These small vessels are very maneuverable and are capable of traveling at warp speed. The shuttles are only intended for two passengers, and are not equipped for extended journeys. They are stored in a shuttle bay on Deck 5 and launched from two drop bays on the underside of the ship. In an emergency, they may be used as escape vehicles.



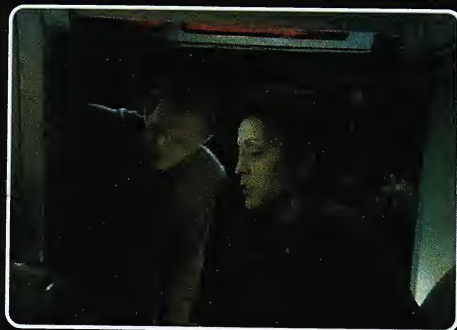
gullwing doors. There is absolutely no storage space. The shuttle is equipped with sensor and **subspace** communications arrays. The sensors can be blocked by some polymetallic materials, and thermal radiation may interfere with communications.

This design of shuttle is only carried on **Defiant-class** vessels. The ship's shuttlebay is located on Deck 5, and the shuttles are launched from a drop bay on the lower side of

the vessel, directly below the bridge. In an emergency, the crew may be forced to use the shuttles as escape pods.

If necessary, the shuttle's warp engines can generate a relatively large **subspace** field, which is capable of surrounding objects such as fragments of a comet. On one occasion, this is used to prevent such fragments from contaminating the **Bajoran wormhole** with highly reactive **silithium**.

INSIDE THE SHUTTLEPOD



The shuttlepod is equipped with powerful sensors and communication equipment. However, various forms of radiation interfere with them.



The shuttle has two gullwing doors, but can also be accessed from the rear of the cabin - the back wall forms a large door which is hinged at the top.



Unlike the U.S.S. DEFIANT itself, the shuttlepods have been designed to enter a planet's atmosphere and make a landing.



The shuttlepod's cockpit only provides seating for two passengers. Although it has warp engines, the shuttle was not designed for extended journeys.



The shuttle's control consoles are located directly in front of the two passengers and on the inside of the two gullwing doors.



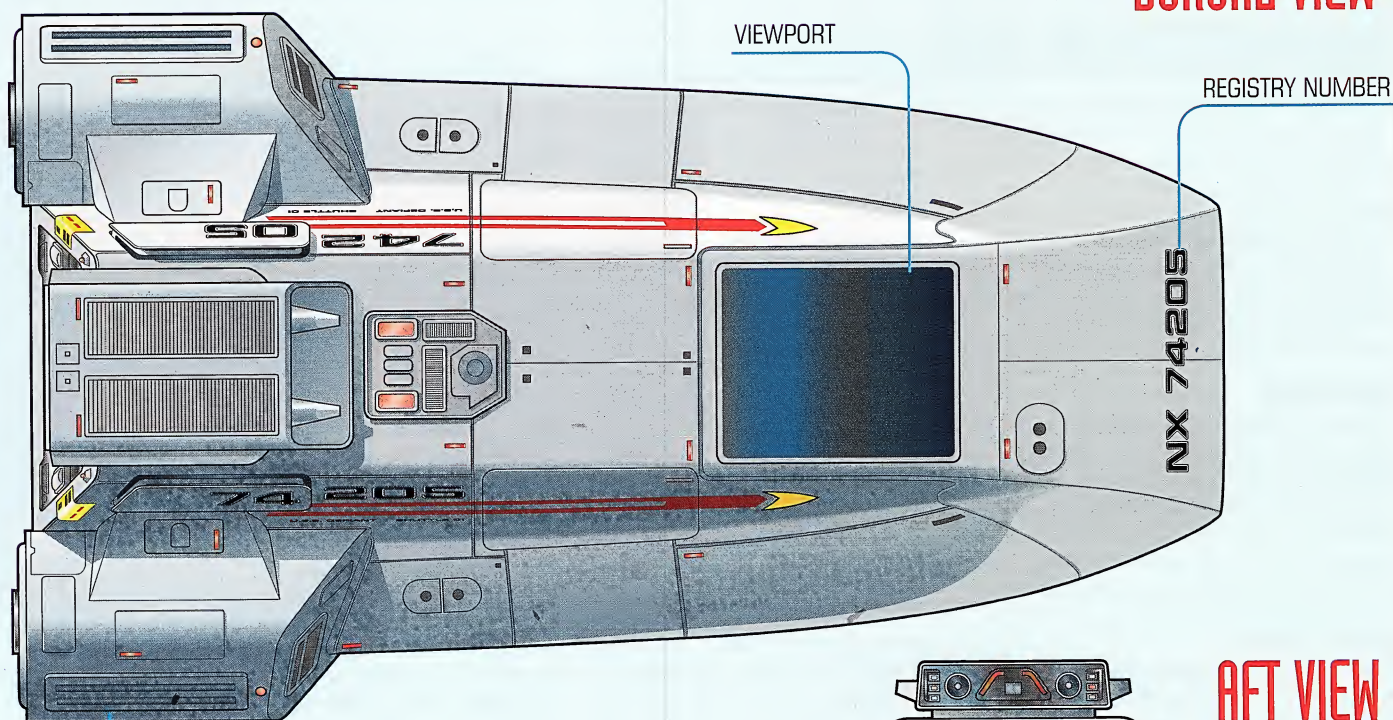
The shuttle is a highly maneuverable craft, and if necessary it can easily be flown in between the fragments of a comet.



FILE 28 U.S.S. DEFIANT NX-74205

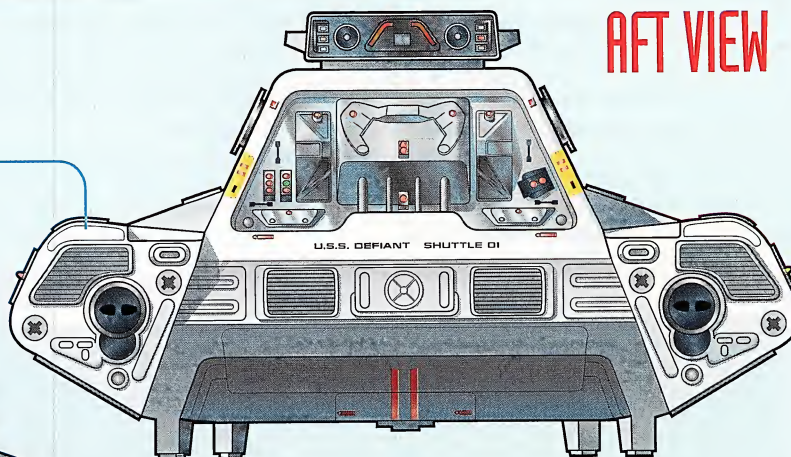
SHUTTLEPOD

DORSAL VIEW

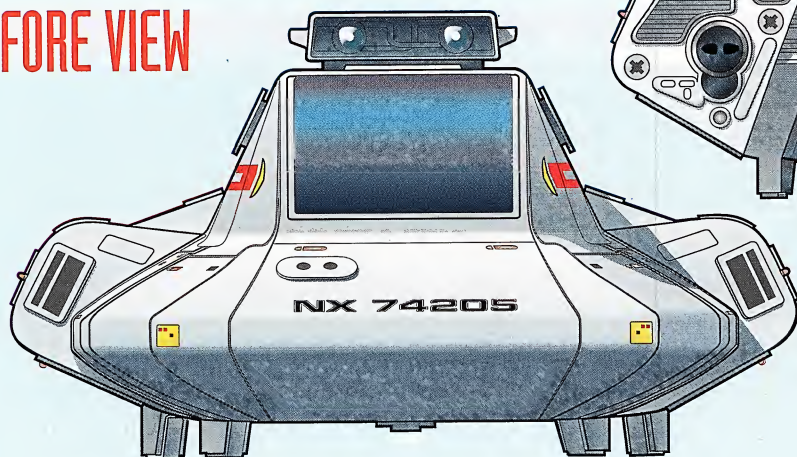


WARP NACELLE

AFT VIEW



FORE VIEW

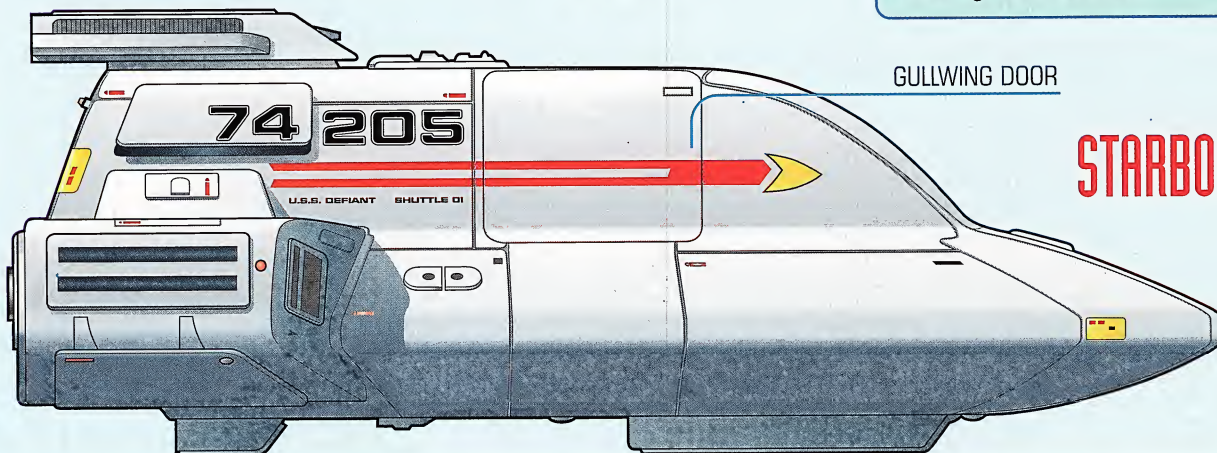


SPARTAN DESIGN

The *U.S.S. Defiant's* shuttlepods are much more aerodynamic and compact than other *Starfleet* shuttles that are capable of warp speeds. They are barely large enough to accommodate two passengers and, like the *Defiant* itself, they are not designed for comfort.

GULLWING DOOR

STARBOARD VIEW



FILE 43 STARFLEET PERSONNEL

Lieutenant Saavik

Saavik is still a **Starfleet Academy** cadet when she joins the crew of the **U.S.S. Enterprise NCC-1701**. Within a year of service she witnesses her mentor **Spock's** death and rebirth, and is an eyewitness to the destruction of the **Genesis Planet**.

Saavik is a **Vulcan** female who enters **Starfleet Academy** in 2281. Toward the end of her training, she is assigned to the **U.S.S.**

Enterprise NCC-1701. She is part of the crew when **Admiral Kirk** is ambushed by **Khan Noonien Singh**, after which she transfers to the **U.S.S. Grissom NCC-42857** to study the effects of the **Genesis Device**.

Excellent officer

Saavik excels during her time at **Starfleet Academy**, and is one of the few cadets to rise to the rank of lieutenant before graduating. She is one of the first Vulcans to serve in **Starfleet**, and despite having the guidance of her mentor, **Captain Spock**, she often finds the emotional human approach to life confusing.

Saavik is a confident trainee who has no hesitation in putting herself forward or in questioning her superiors. She is clearly determined to become the best officer she can. The Academy recognizes this and selects Saavik for command training.

During the **Kobayashi Maru** test, Saavik's bridge crew is 'killed', and she is forced to give the order to abandon ship. **Admiral Kirk** witnesses Saavik's test, so, following the logical route, she asks the only person who ever succeeded in saving the **Kobayashi Maru** for suggestions to improve her performance. Despite her **Vulcan** stoicism, it is clear that she is annoyed with her performance, and she continues to probe until Kirk eventually gives her a satisfactory answer: he explains that he

reprogrammed the computer to alter the parameters of the test.

The **Kobayashi Maru** is designed as a test of character. Saavik's

performance shows that she places a higher value on the lives of others than she does on rules, and that she is willing to risk her own life to save

others'. The thought that she might encounter a 'no-win scenario' in real life had not occurred to her.

Saavik is ambitious and even bold. Even as a

PROFILE ON SAAVIK

NAME: Saavik

LIFE FORM: Vulcan female

STARFLEET ACADEMY: Enters 2281, graduates 2285

RANK: Starfleet lieutenant

POSTINGS: 2285, **U.S.S. Enterprise NCC-1701**; 2285, **U.S.S. Grissom NCC-42857**.

FIRST SEEN: *Star Trek II: The Wrath of Khan*

LAST SEEN: *Star Trek IV: The Voyage Home*

▶ **Saavik is a promising Starfleet officer who reaches the rank of lieutenant while still at Starfleet Academy. She is assigned to the U.S.S. ENTERPRISE under Admiral Kirk and transfers to the U.S.S. GRISSOM.**



OTHER CARDS IN THIS FILE...

- 3 Kirk
- 4 Spock
- 23 Valeris

AN OFFICER IN TRAINING



★ Impossible test

Saavik remains calm throughout the **Kobayashi Maru** test, even when her ship is defeated and her bridge crew killed. However, when she discovers there is no 'official' solution to the test, she complains that it is unfair.

★ Learning on the job

Although Saavik is very knowledgeable about **Starfleet** procedure, she lacks experience. **Admiral Kirk** advises her to learn why things work on a starship, and demonstrates what is possible by using a prefix code to lower the attacking **U.S.S. RELIANT's** shields.

★ Another lesson

Kirk also teaches Saavik that it can be very important to listen to exactly what your officers tell you. **Spock** manages to warn Kirk that he is giving him inaccurate information by quoting a regulation.



Lieutenant Saavik



★ Seeking guidance

Saavik often turns to Spock, the first Vulcan in Starfleet, for guidance about humans, whom she has difficulty understanding.

trainee she has adopted a convincing air of command, and during simulations she calmly puts more experienced officers in their place. **Spock** demonstrates his confidence in her by commanding her to pilot the *Enterprise* out of **Spacedock** to begin a training cruise, and she justifies his faith by performing the maneuver faultlessly. Kirk shares Spock's confidence, and leaves Saavik in command of the *Enterprise*.

In action

During the training cruise, the *Enterprise* is unexpectedly assigned a mission. A garbled message from **Regula One**, a space laboratory working on the **Genesis Project**, suggests that

there may be problems, and the *Enterprise* is ordered to investigate. Admiral Kirk takes command of his old ship and Saavik is assigned to ops.

En route to **Regula One**, the *Enterprise* encounters the **U.S.S. Reliant**, which mysteriously avoids making contact. Saavik confidently reminds Kirk that **General Order 12** states that certain precautions should be taken on encountering a vessel when communication has not been established. Kirk ignores her advice, and soon finds himself under attack by **Khan Noonien Singh**, who has taken control of the *Reliant*, and the *Enterprise* suffers heavy damage.

Saavik maintains her composure during the attack. She even assists Kirk and Spock in disabling the *Reliant's* shields, and learns creative ways to utilize ship functions in emergency situations.

Saavik is determined to be involved in the action and is not above inventing **General Order 15** so that she can be part of the landing party to **Regula One**.

At times, Saavik seems more emotional than the average Vulcan; she even sheds tears at Spock's funeral. However, she often displays the dispassionate demeanor that is characteristic of most Vulcans.

New posting

After Kirk defeats Khan, Saavik graduates from Starfleet Academy and is given a full commission. She and Kirk's son, **Dr. David Marcus**, are assigned to the **U.S.S. Grissom** to study the **Genesis Planet**.

Although, she is acting as a scientist, Saavik is attached to the command division.

When the *Grissom* detects signs of life on Genesis, Saavik and Dr. Marcus transport down to investigate. They discover that Spock's body is being regenerated by the Genesis effect. The *Grissom* is destroyed in orbit, and a Klingon landing party soon

★ Moving on

After graduating from the Academy, Saavik is assigned to Starfleet's command division and accepts a posting on the U.S.S. GRISSOM, which is investigating the Genesis Planet.

"May I speak, sir?"

— Saavik

"Self-expression doesn't seem to be one of your problems."

— Admiral Kirk

capture Saavik, David Marcus and Spock.

On Genesis, Saavik's Vulcan control serves her well — she shows utter detachment when informing Kirk that his son has been brutally murdered by Klingons, and she has no qualms about doing the logical thing to

help the regenerated Spock get through **Pon farr**.

Kirk manages to rescue Saavik from the Genesis Planet and she returns to Vulcan with the Admiral's party. However, when the former *Enterprise* officers return to Earth to face trial, Saavik elects to remain on her home planet.

ON THE GENESIS PLANET

★ Life signs

After the creation of the Genesis Planet, Saavik graduates from the Academy and joins Dr. David Marcus on the U.S.S. GRISSOM to study the effects of the Genesis Device. She is intrigued to discover signs of life on the planet's surface.



★ Curious

Saavik beams down to the surface of the Genesis Planet with David Marcus to examine the life signs. They discover the torpedo shell which once contained Spock's body, but the dead Vulcan's remains are missing.



★ Pon farr

As the unstable Genesis Planet begins to disintegrate, the regenerated Spock starts to grow at an accelerated rate. When he enters puberty, Saavik does what is logical to help the 'young' Vulcan survive the pain of his 'first' Pon farr.



★ Sacrifice

David Marcus saves Saavik's life by taking the death blow that was meant for her. Saavik maintains her Vulcan calm when she informs Kirk that his son is dead. She eventually escapes from the Genesis Planet.



O'Brien in the Mirror Universe

In the Mirror Universe, Miles O'Brien has not had many advantages; he has struggled hard to earn his theta designation, and is too scared to do anything to jeopardize the few privileges he is granted by the Alliance. But an encounter with our universe's Dr. Bashir changes his life, and within two years O'Brien is the leader of the Terran Rebellion.

The Mirror Universe version of *Deep Space Nine's* Chief O'Brien leads a radically different existence from his counterpart in our universe. 'Smiley' O'Brien begins life as a Terran slave, conscripted into the service of the Klingon/Bajoran Alliance. On *Terok Nor*, he is assigned to ore processing. He quickly earns a degree of trust and rises to a theta designation. As a theta, O'Brien is allowed to work unsupervised and is afforded certain, if few, privileges.

O'Brien serves as a repair technician aboard the station, and is held in slightly less contempt than other Terrans by Intendant

Kira Nerys. The mirror Ben Sisko, a less than honorable freighter captain, gives O'Brien his unwanted nickname Smiley as a sarcastic play on his first name, Miles, and on O'Brien's understandably dour demeanor.

Changing times

As a technician, O'Brien becomes intimately familiar with the inner workings of *Terok Nor*. This knowledge proves invaluable when, in 2370, Dr. Julian Bashir and Major Kira accidentally cross over to the Mirror Universe and become prisoners aboard *Terok Nor*. At first, Bashir is unable to convince O'Brien to help them to escape. O'Brien, fearing for not only his theta designation but for

PROFILE ON 'SMILEY' O'BRIEN

NAME: Miles 'Smiley' O'Brien

LIFE FORM: Terran male

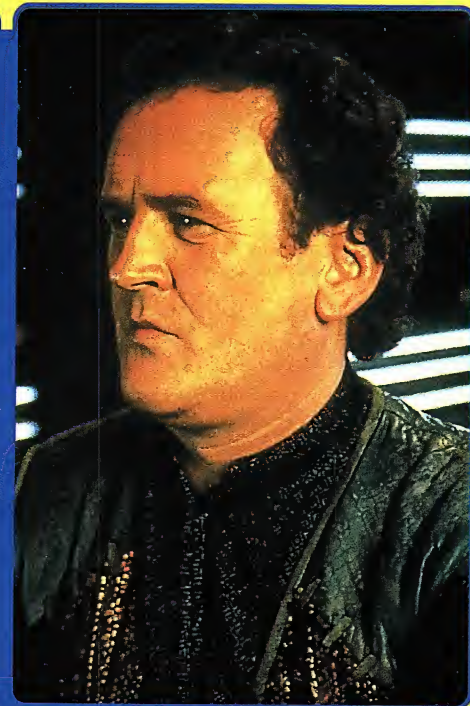
STATUS: Leader of the Terran Rebellion.

FORMER STATUS: Theta designation slave on *Terok Nor*.

SKILLS: O'Brien is an extremely talented technician and engineer. Even without a formal education he is skillful enough to supervise construction of his universe's *U.S.S. Defiant*.

REMARKS: As a slave, O'Brien learns to obey his masters and to suppress all thoughts of escape or rebellion. But, once he has achieved his freedom, he grows in confidence and becomes an influential leader of the Terran Rebellion.

FIRST SEEN: 'Crossover' (DS9)



After years of slavery, Miles O'Brien turns against his Alliance oppressors and becomes a vital member, and eventually leader, of the Terran Rebellion. O'Brien has many technical skills, and proves to be an able tactician.

FROM VICTIM TO LEADER



★ Turning point

Confronted with death, O'Brien explains why he has chosen to rebel; Bashir's stories about his counterpart in another universe convinced him that there was more to life than slavery. Although he had intended to escape from his universe, he ultimately decides to stay and fight for freedom.

★ Following Sisko

When Ben Sisko of the Mirror Universe is killed, O'Brien is not confident enough to take on the leadership of the Terran Rebellion. Sisko was on an important mission to convince his former wife, Jennifer, to join the rebellion, and O'Brien knows that he cannot complete the task alone. In desperation, he kidnaps Sisko's counterpart.



★ In charge

Smiley O'Brien eventually assumes the leadership of the Terran Rebellion. He is an extremely successful leader who manages to turn the tide against the Alliance. His tactics have often relied on help from a parallel universe, and in particular the assistance of a counterpart Benjamin Sisko.



O'Brien in the Mirror Universe

★ Suspicious adversaries

Garak is extremely suspicious of O'Brien, and realizes that there is more to him than meets the eye. However, O'Brien has managed to gain the upper hand in their dealings.



★ Seeking help

O'Brien has often been forced to take desperate measures to ensure the survival of the rebellion. He has twice traveled to a parallel universe to find help.

★ Intendant's pet

Intendant Kira displays an obvious fondness for Smiley O'Brien. She is deeply disappointed when he chooses to rebel, and even spares his life when he is recaptured by Alliance forces.



"Whatever it's like where he's from, it's got to be better than this. There's got to be something better than this."

— Smiley O'Brien on Dr. Bashir

his very life, refuses to get involved. Bashir persists, and tells Smiley of his friendship with Chief O'Brien back on *Deep Space Nine*. This has a deep affect on O'Brien, and he eventually decides to help Bashir and Kira – as long as they are willing to take him to their universe.

Bashir and O'Brien are caught on their way to the *Runabout* and brought before the Intendant, who sentences them to death. Asked to explain himself, O'Brien reveals that he is excited by the idea that there could be more to his life. His words have a profound affect on Sisko, who turns on the Intendant and rescues the prisoners. O'Brien has a chance to leave with Kira and Bashir but chooses to stay behind with Sisko, realizing he now has something to fight for.

Starting a rebellion

Sisko and O'Brien are founder members of what becomes known as the **Terran Rebellion**, and they establish a secret base of operations in the **Badlands**. From there, the rebels mount numerous attacks on Alliance forces.

Sisko is killed in 2371 during an important mission to persuade his ex-wife, **Jennifer**, to abandon her scientific work for the Alliance. Believing that he has no other option, O'Brien reconfigures a transporter and beams himself to *Deep Space Nine*. There he steals several computer files, including the plans to the **U.S.S. Defiant**, and kidnaps Commander Benjamin Sisko at gunpoint. He transports Sisko back to the Mirror Universe

and convinces him to temporarily take on the role of his dead counterpart and fulfill that Sisko's final mission. O'Brien believes that it is necessary to keep Sisko's true identity secret from the other rebels.

During the mission, O'Brien is captured, but this time he is far more confident and soon escapes from ore processing by causing an explosion and turning off *Terok Nor*'s security defenses. With Sisko's help, he, Jennifer, and several Terran prisoners escape from the station.

In the following year, O'Brien and the Terran Rebellion defeat the Alliance forces aboard *Terok Nor*. Shortly afterward, O'Brien begins construction of his own version of the *Defiant*. He encounters several design flaws and is forced to lure the now-Captain Sisko back to the Mirror Universe by bringing Sisko's son **Jake** to *Terok Nor*.

Leading the fight

By now O'Brien has grown into his role as a leader of the Rebellion. He admits that his treatment of Sisko is unfair, but he is prepared to do whatever is necessary to achieve victory. He is far more confident, and he has no doubts about facing other members of the Rebellion down. But he is not without scruples, and keeps his promise to return Sisko to his own universe as soon as the completed *Defiant* has successfully repelled the Alliance forces. After this victory, Smiley O'Brien is ready to face the Alliance on almost equal terms.

ON THE OFFENSIVE

★ Thoughtful

*O'Brien brings a high degree of intelligence and thoughtfulness to his role as a rebel leader. Under his guidance, the rebels gain control of **TEROK NOR** and construct a version of the **U.S.S. DEFIANT** which enables them to defend the station from the Alliance.*



★ Firm

*O'Brien's troops are a disorderly and rather chaotic group of rebels. Many of them, such as **Julian Bashir**, require a firm hand. O'Brien has earned their respect and learned to impose his will on those around him.*

★ Growing strength

Over a fairly short period of time, O'Brien has gone from being a slave in fear of losing his position as a theta, to a powerful and respected rebel leader.



Universal Translator

The hundreds of races encountered by the **Federation** inevitably use their own languages, and **Starfleet's** mission of interstellar exploration would be impractical without the use of the **universal translator**, an incredibly powerful but commonplace device that can provide an instant translation of almost any language.



▲ In the 2260s, Kirk and his crew use bulky versions of the universal translator to establish communications with new life forms.

The **universal translator** is one of the most significant and valuable devices in use in the 23rd and 24th centuries. It provides an effectively instantaneous translation to and from any number of languages, including ones which have never been encountered before. Under normal circumstances, it is so effective and discreet that most individuals take it for granted and barely acknowledge its existence.

The translator is built into starship communication systems, and provides translation of all messages to and from the vessel. In the 2260s, portable versions of the translator are sometimes carried on shuttlecraft. These devices are 30-centimeter-long rods. Modern devices have been miniaturized to the point where they can even be worn inside the ear, as favored by the **Ferengi**, who barter with obscure races throughout known space and need accurate translations in order to strike the best bargain.

Linguistic analysis

The translator analyzes the patterns of a language, and devises a translation matrix that will permit realtime verbal or data exchanges. It is already programmed with a massive database of linguistic information, derived from known races and their languages. Thus when it encounters a variant of a known root language, it can analyze the new language incredibly rapidly and provide an accurate translation. When the translator encounters an entirely unknown language, it analyzes brain wave frequencies, looks for universal concepts and selects similar patterns; it then calculates the grammar and syntax and electronically generates a spoken translation, using an appropriate male or female voice.

The translator requires a relatively large sample of a language before it can provide an accurate translation. Ideally, the sample should include several examples of two or more native speakers talking with one another. However, if necessary, the

translator can provide a translation based on a small sample taken from an individual. Extensive pattern analysis allows the translator to arrive at a greater understanding of vocabulary, syntax, usage patterns, and cultural factors.

The universal translator is normally able to generate a translation matrix within a few minutes. However, it is standard procedure for **Federation** vessels to conduct a more extensive analysis before the translator is actually

PORTABLE UNIT

The universal translator generates an appropriate voice for any life form that it encounters.

A series of lights indicate that the translator is operating.

The universal translator is 30 centimeters long and made up of two distinct parts.

▲ A handheld version of the universal translator is carried on shuttlecraft and is available for use if necessary.

The portable version of the universal translator is designed to be handheld.

▼ The universal translator can be adapted for communication with some highly unusual life forms, such as the **Companion**.



A skilled operative can adjust the circuits in the universal translator, allowing it to function with species that use non-verbal forms of communication.

The bottom of the universal translator can be removed to provide access to the circuitry.

Universal Translator

▶ **The universal translator is built into the computer systems of starships and starbases. The sophisticated program can establish communication with most life forms, including the microscopic nanites.**

used. As long as the relevant culture uses some kind of long range communication system, such as radio waves, it is a relatively simple task for a starship in orbit around a previously uncharted planet to gather large samples of the native language.

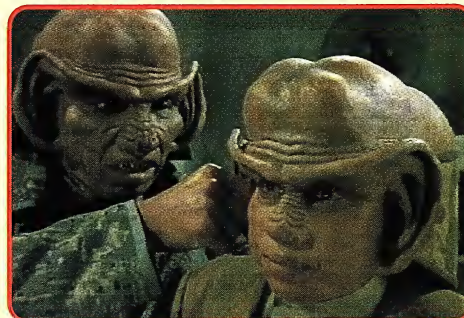
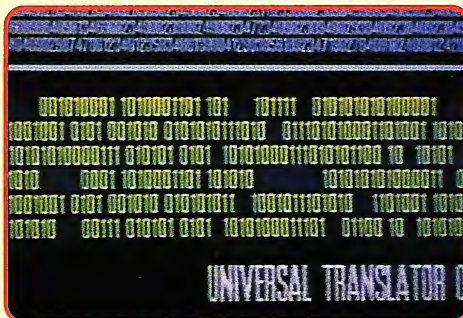
Adaptable device

The universal translator is constantly upgraded so that it can handle almost every language pattern in the known universe. Although it is primarily designed to work with spoken languages, it can be used to translate several other forms of communication. In 2366, the translator in the **U.S.S. Enterprise NCC-1701-D**'s main computer is able to establish realtime communications with a group of microscopic nanites that had achieved sentience; nanites use a form of written binary communication.

In some situations, the universal translator can be used to communicate with beings who communicate telepathically. In 2267, **Commander Spock** is able to adjust a portable universal translator to speak with a gaseous life form known only as the **Companion**, which had no natural means

of communicating verbally.

While the universal translator works with most language forms, it does not work with all. In some cases this may be because the translator has not been programmed to understand certain, previously unencountered, concepts which may lie behind a linguistic form. For instance, the language used by the **Children of Tama** depends on contextual references to established events, and as a result it is beyond the universal translator's abilities to translate it. Consequently, the Federation is unable to establish communication with the **Tamarians** for many years. The problem is resolved when a Tamarian captain, **Dathon**, takes **Captain Jean-Luc Picard** to the surface of **El Adrel IV**, where, with both their lives in danger, Picard manages to develop a conceptual



▶ **By the 2370s, some species, such as the Ferengi, implant universal translators in their ears. This means the device is always available, but can make adjustments to a damaged unit uncomfortable.**

▶ **When Captain Kirk and Dr. McCoy stand trial for the murder of Chancellor Gorkon, they are provided with clunky listening devices, but are required to answer in Klingon without the aid of a translator.**



DEALING WITH THE INCOMPREHENSIBLE

Limited understanding

The universal translator is limited by its programming, and is unable to make some of the conceptual leaps that sentient life forms are capable of. Thus, it has been known to fail completely when it does not understand the basis of a language. In dealing with new races, it can take the translator some time to establish a large enough frame of reference to provide accurate translations.



▶ **Data uses the same principles as the universal translator to run a comparison with several branch languages and arrive at a limited understanding of Iconian script.**



▶ **The universal translator is normally instantaneous, but when it encounters an unusual language, such as Skreean, it can take some time for it to build up a large enough sample to provide a translation.**

▶ **Some species, such as the Children of Tama, completely baffle the universal translator. The Tamarian language relies entirely on references to past or mythological events, and as a result the meaning of words can vary.**



understanding of the Tamarian language.

The translator has also proved to be somewhat unreliable in cases where there is insufficient time for the computer to analyze the alien language form. This is observable during early dealings with races from the **Gamma Quadrant**. When a group of **Skrreeans** first arrives on **Deep Space Nine** their language has a syntax and grammatical structure that is completely unlike anything the Federation has encountered, and accordingly there is no frame of reference in the translator's database.

New languages

To enable communications, it is important to keep the Skreean representatives talking until the computer is able to gather enough information and establish a translation matrix. However, once the matrix is established, communication becomes perfectly straightforward. As more information has been gathered on various Gamma Quadrant languages, the universal translator has become more effective, and it is now uncommon for it to have any difficulties dealing with Gamma Quadrant races.



'Hide and Q'

When the *U.S.S. Enterprise NCC-1701-D* responds to a distress call from a mining colony, the crew find their path blocked by their old enemy, Q. It seems that once again their mischievous adversary is up to his old tricks.

CAPTAIN'S LOG SUPPLEMENTAL

"Our rescue mission to the Sigma III Solar System has been halted by an immense grid and an untimely visit from Q."

The *U.S.S. Enterprise NCC-1701-D* is prevented from responding to a distress call by a forcefield, caused by the near-omnipotent Q. When **Captain Picard** accuses Q of playing games, his tormentor transports all the bridge crew except Picard to the surface of a mysterious planet, leaving the captain alone on an apparently deserted ship. Q's game this time is a challenge to **Commander Riker**: he wants to see whether Riker can resist temptation.

Playing by twisted rules

The *Enterprise* crew come under attack from sinister, animalistic aliens dressed in Napoleonic uniforms, but the aliens' ancient muskets fire **phaser** beams rather than bullets. Q informs Riker that he has been given the power of the Q, and Riker uses his new abilities to transport his friends back to the safety of the *Enterprise*. Before the encounter at **Farpoint**, the **Q Continuum** had considered humans to be savages, but have since realized that this is not the case. The Q hope that turning Riker into one of them will help them to understand humans.

When Riker returns to the *Enterprise*, Picard makes him promise that, if he intends to stay with the ship, he must not use his new powers; otherwise, he must leave and join the Q Continuum. Riker gives his word, but regrets it when, on reaching a damaged mining colony, he realizes how much suffering he could prevent.

Back on the *Enterprise*, Riker's crewmates are less than thrilled with his new abilities. Many are unsure of how to react to him, a situation not helped by Riker's growing arrogance. When Q reappears, Riker decides to leave with him, but asks if he can first give each of his friends a gift. Riker gives the crew what he knows they most want:

Geordi his sight, **Wesley** adulthood, and **Worf** a Klingon mate. But **Data** refuses his offer of humanity and, one by one, the others also choose to return their gifts, telling Riker they would rather not be in debt to Q. Riker realizes that his friends are right, and he, too, decides to give back Q's gift.

ON SCREEN...



1 Q transports Riker and his friends to the surface of a planet. Here, he has recreated the field headquarters of an officer from Earth's Napoleonic Wars.



3 The aliens kill some of the crew members, but Riker has been granted the power of the Q and is able to use this to restore his friends to life. He then sends them back to the safety of the *U.S.S. Enterprise*, away from the danger Q has created.



5 Captain Picard makes Riker promise not to use his newfound powers, but Riker finds the promise hard to keep. He could easily help the victims of a mining disaster.



2 The crew of the *U.S.S. Enterprise* are attacked by ferocious-looking aliens. The creatures are dressed in centuries-old Napoleonic uniform, but their weapons, which appear to be from the same era, fire very modern phaser blasts.



4 Q explains his motives. Following the events at Farpoint Station, the Q Continuum is fascinated with the human race and hopes to learn more about them.



6 Riker chooses to leave the ship, and gives each of his friends a present. He turns Wesley into an adult, but everyone, including Riker, eventually refuses Q's gifts.

STARSHIP FACTS

Q presents the *U.S.S. Enterprise* crew with their favourite drinks; Riker's is old-fashioned lemonade.



FILE 69 STAR TREK: THE NEXT GENERATION

'Too Short A Season'

The crew of the *U.S.S. Enterprise NCC-1701-D* get more than they bargained for when they are asked to transport the famed Starfleet negotiator, Admiral Mark Jameson, to a planet which has endured four decades of bloody civil war.

CAPTAIN'S LOG

STARDATE 41309.5

"We are in orbit around Persephone V, where I have been sent to confer with Admiral Mark Jameson in regard to an extraordinary situation."

The *U.S.S. Enterprise NCC-1701-D* is joined by 85-year-old **Admiral Mark Jameson**. Once a famed Starfleet negotiator, he is now a frail old man.

The Admiral's personal help has been requested by **Karnas of Mordan IV** where, 40 years earlier, Jameson helped to end a hostage situation. Since then, the planet has been engaged in civil war; Karnas claims that the terrorists are only prepared to negotiate through Jameson.

Impossibly, Jameson appears to be recovering from the incurable **Iverson's disease**. He is also regressing in age, but is suffering seizures. Eventually, the admiral admits that he has taken a rejuvenation treatment. He also admits that the Starfleet records do not tell the truth. It was not his skill as a negotiator which freed the hostages years before; he gave the terrorists the weapons they had demanded and, in his interpretation of the **Prime Directive**, then gave identical weapons to the other side. He blames himself for the thousands who have died by those weapons since that time, and suspects that Karnas does too.

Out for revenge

Jameson thinks that Karnas is holding the hostages himself to lure the admiral to the planet to exact revenge. But this time, he is going to do what he should have done 40 years ago: take the hostages out by force.

An away team and a by now youthful Jameson beam down to Mordan IV, but they are ambushed and Jameson suffers another seizure, forcing them to abandon the mission and beam back to the *Enterprise*.

Karnas demands Jameson be delivered to him. At first, Karnas does not believe the young man before him is who he claims, but Jameson shows him a scar from a blood cut that sealed their deal. Karnas had planned to let Jameson die by his own weapons, but decides instead that he would rather watch his enemy die in pain from the effects of the youth treatment. When Jameson is dead, Karnas agrees to free the hostages.

STARSHIP FACTS

When Karnas originally requested the weapons, peace was the furthest thing from his mind - he wanted only revenge for his father's death. He is far more to blame for the decades of civil war than Jameson.

ON SCREEN...



1 Admiral Jameson's wife, Anne, is concerned that his health is not good enough for him to return to Mordan IV. But despite her protests, he is determined to return to see how he can help.



2 Karnas has asked for Admiral Jameson personally. He says that the terrorists have requested Jameson and will not speak to anyone else, as they know him from a previous mission.



3 Iverson's disease is supposed to be incurable, but Jameson has not only recovered, he also appears to be growing younger. It soon emerges that he has been taking an illegal youth treatment, obtained on the planet Cerebus II.



4 Jameson is absolutely determined to do what he believes he should have done the first time: take the hostages by force. He beams down to the planet with an away team from the *U.S.S. ENTERPRISE* to carry out his plan. This time, there will be no deals.



5 Karnas does not believe that the young man in front of him is Mark Jameson. Jameson proves his identity by showing Karnas a scar on his wrist.



6 The hostage situation on Mordan IV has been solved, but the strain has been too much for Jameson. He dies from the side effects of the illegal youth drug, which have been exacerbated by the fact that, in desperation, he took a double dose.



'Mirror, Mirror'

A transporter accident sends Captain Kirk, Dr. McCoy, Lieutenant Uhura and Mr. Scott to a parallel universe where they encounter twisted versions of the *U.S.S. Enterprise* crew. Meanwhile, their own brutal counterparts find themselves in our universe.

After conducting unsuccessful negotiations for access to the pacifist Halkans' dilithium crystals, Captain Kirk, Dr. McCoy, Mr. Scott and Lt. Uhura beam back to the *U.S.S. Enterprise NCC-1701*. But there are problems during the transport, and when the landing party materialize their clothes are different and they are greeted by a bearded Mr. Spock.

Spock asks how the mission went. Kirk replies that there is no change and, shockingly, Spock orders Sulu to prepare a phaser barrage. Spock takes a device called an agonizer from Kyle's belt and presses it against his neck. The transporter chief screams in pain and collapses.

Kirk says that McCoy had better look the landing party over. As they make their way to sickbay, they notice that all the crew members are now armed. Kirk remembers feeling dizzy in the transporter beam. Scotty suggests they materialized somewhere else, and Kirk theorizes that they have somehow entered a parallel universe. Kirk tells Scotty to short out the phaser couplings to protect the Halkans and then try to work out a way of beaming back to their own universe. Kirk sends Uhura to the bridge to find out what his orders are, and he and McCoy stay in sickbay to study the library computer.

Evil counterparts

Uhura goes to the bridge, where Sulu, who has a large scar, approaches her. He is harassing her when Kirk arrives. The Captain orders Uhura to report, and she whispers his orders to him – he is to annihilate the Halkans unless they comply. The *Enterprise* is approaching optimum firing position, but Kirk orders Sulu to wait.

Scotty can't reach the phaser couplings, and the *Enterprise* is passing the primary target. Spock arrives and orders Sulu to lock onto the secondary city, but Kirk tells him to put the phasers on standby. Then Kirk tells Uhura to summon Scott and McCoy to his quarters. Chekov joins Kirk in the turbolift. When the Captain walks out, he steps into a trap: two guards pin him to the wall and Chekov draws his phaser. But suddenly another guard turns on Chekov, and rescues Kirk.

McCoy and Scotty meet Kirk in his quarters. The computer confirms that the

ON SCREEN...



1 Kirk respects the Halkans' desire to keep their dilithium crystals. He promises not to take the crystals by force.



3 A bearded Spock punishes Mr. Kyle for the problems during the transport, even though Kyle was blameless.



5 Spock warns Kirk that he has had to acontact Starfleet about the captain's unusual behavior.



2 When the landing party beam back to the *U.S.S. ENTERPRISE*, they find themselves in a twisted version of reality.



4 Chekov attempts to kill Kirk, hoping to move up in rank, but one of the conspirators defends the captain.



6 In the 'normal' universe, Spock has imprisoned the mirror versions of the *ENTERPRISE* officers.





'Mirror, Mirror'

conditions of the transporter accident can be reproduced. Scotty and McCoy will have to make the necessary alterations, but interrupting the power circuits to tie in warp power will show up on Sulu's security board. Kirk decides that Uhura will have to create a diversion.

Back in the 'normal' universe, Spock has thrown Kirk and his landing party into the brig. He had no trouble in realizing they were from another universe.

Scotty and McCoy make their way into Engineering, overpowering a guard with a hypo. Kirk returns to his quarters, where he finds a beautiful woman waiting on his bed. She is the 'captain's woman'; her name is **Marlena**, and she assumes the Halkans have something he wants. Kirk plays along. Spock contacts him, and warns him that he has received an order from **Starfleet Command** – if Kirk does not kill the Halkans at dawn, Spock is to kill him and take his place as captain.

Deadly weapon

Marlena asks Kirk if she should activate the **Tantalus field**. It is a device which can monitor and kill people at a distance; it has been the secret of Kirk's success. Kirk stops her from using it on Spock, and when she leaves he contacts Scotty, who tells him that they have to beam out within half an hour. He will have to free the transporter board in 10 minutes.

Spock has detected the increased activity in Engineering, and he also notices that Sulu is monitoring him. Sulu suggests Kirk is working on an escape or defense.

Marlena returns to Kirk's quarters in an almost transparent dress. Kirk tells her he has to go, and she assumes he intends to end their relationship. Kirk grabs her in his arms and kisses her, then leaves. Alone in his quarters, she activates the Tantalus field and monitors him.

Uhura succeeds in distracting Sulu, but Spock catches Kirk in the transporter room and takes him to sickbay, where he finds the rest of the landing party. There is a fight, and the four officers overpower Spock. The **Vulcan** is injured, and McCoy insists on helping him before they leave.

Sulu and his men arrive. He explains that he will arrange everything so that Kirk and Spock appear to have killed one another, but Marlena is watching and uses the Tantalus field to kill Sulu's men, leaving Kirk to overpower the sadistic security chief. McCoy still needs time to work on Spock, and he sends the others ahead to the transporter room without him. Spock recovers, and mind-melds with the doctor.

Marlena is waiting for Kirk in the transporter room; she wants to go with him.

There's nothing Kirk can do – the power is balanced for four. Uhura takes Marlena's phaser. The transporter power has been cut, meaning that someone will have to stay behind to operate the controls. Then Spock arrives. He had cut the power to ensure that he and McCoy would arrive in time. He wants Kirk and the landing party to return to their own universe and return their

counterparts to him.

Kirk points out to Spock that the Empire will eventually fall, and that it is illogical for Spock to be a part of it. Marlena will show him the Tantalus field, and this will give him the power to initiate a change. Spock agrees to consider Kirk's suggestion, and at the last moment the landing party beam back to their own universe.

ON SCREEN...



7 Uhura has to distract Sulu from his security board while Scotty works on the transporters. She pretends to respond to the security chief's advances, then turns on him.



8 In order to duplicate the circumstances of the transporter accident, Scotty and McCoy have to tie warp power into the transporter circuits. Time is desperately short.



9 Kirk goes to the transporter room to clear the transporter board, but Spock has an idea of what is happening and captures the Captain. He then takes Kirk to sickbay, where the rest of the landing party are waiting.



10 The landing party manage to overpower Mr. Spock. They only have a few minutes to initiate the transport and return to their own universe, but McCoy insists on staying behind long enough to help the injured Spock.



11 Marlena is using the Tantalus field to monitor Kirk's actions. She learns about the alternate universe and uses the device to save the landing party from Sulu's men.



12 Kirk persuades Spock that the brutality of this universe is illogical, and tells the Vulcan to try to make a difference. Marlena will show him how to use the Tantalus field.

STARSHIP FACTS

A Kirk checks his computer record. It says he assassinated Pike and has brutally maintained his position.



FILE 71

'Tuvix'

A transporter accident merges Tuvok and Neelix into one being. There seems little hope of restoring the two crewmen, and Mr. Tuvix becomes a valued member of the crew. But can he ever hope to replace his two 'parents'?

Neelix and Tuvok are sent to a planet to collect samples of an orchid that may prove useful. When they beam back, only one person materializes on the transporter pad. Bizarrely, he seems to be a combination of the two crew members.

The **Doctor**'s scans show that somehow Neelix, Tuvok and the orchids have been merged into one being who combines the two men's personalities and memories. He decides to call himself **Tuvix**.

After a day in sickbay, Tuvix is restless and asks to resume Tuvok's post at tactical. The crew haven't been able to find anything wrong with the transporters, and Tuvix believes that enzymes in the orchids may have caused symbiogenesis, the merging of two life forms to create a new one. Tuvix seems 'superior' to both his 'elements'; he is definitely a better cook than Neelix, and is a highly efficient chief of security.

Transporter tests show that the orchids are responsible for the merging, but the crew cannot find a way of reversing the process. **Kes** is distressed; that night Tuvix visits her to offer his support and to tell her that he loves her.

The lesser evil

Two weeks later, the crew are used to Tuvix, who has kept a respectful distance from Kes. The Doctor has worked out a way to separate Tuvok's and Neelix's DNA, but Tuvix decides that he doesn't want to 'die'.

Tuvix tells Janeway that if she forces him to undergo the procedure, she will be executing him, but she insists that she has to act in Tuvok's and Neelix's best interests. Tuvix begs Kes to support him, but she can't.

Reluctantly, Janeway decides that she has no choice. Tuvix resists, and she is forced to call security before he agrees to report to sickbay. But the Doctor refuses to perform the procedure, so Captain Janeway does it herself, restoring Neelix and Tuvok to normal.

CAPTAIN'S LOG STARDATE 49655.2

"Our sensors have located a variety of flower which may prove to be a valuable nutritional supplement. I have sent Mr. Neelix and Mr. Tuvok to collect samples."

ON SCREEN...



1 A transporter accident involving an unusual orchid merges Tuvok and Neelix into one being, who decides to call himself Tuvix. He has both their memories, but soon begins to emerge as an individual.



2 Tuvix seems to have the best elements of both men. He has Tuvok's logic, and Neelix's good humor. The crew soon learn that he is a far better cook than Neelix, and somewhat friendlier than Tuvok.



3 The Doctor tells Tuvix and Captain Janeway he believes it will be extremely difficult to restore Tuvok and Neelix to their individual states. It may take several years of research, and may never be possible.



4 Tuvix, aware of the relationship between Neelix and Kes, realizes how Kes must be feeling. He visits her in her quarters to offer his support, and says he loves her as much as Neelix did.



5 Janeway has to force Tuvix to undergo the separation procedure; he claims it will make her a murderer.



6 The procedure is a complete success. Tuvix is lost, but Tuvok and Neelix are both restored to normal.

STARSHIP FACTS



The separation procedure works by attaching an isotope to either Tuvix's Talaxian or Vulcan DNA. The tagged DNA can then be identified.

'Resolutions'

When an insect bite infects **Captain Janeway** and **Commander Chakotay** with a deadly virus, the crew are forced to leave them on a planet. **Tuvok**, in command of the **U.S.S. Voyager NCC-74656**, must decide whether to risk asking the **Vidians** for assistance.

On a visit to a planet, **Janeway** and **Chakotay** are infected with an insect-borne virus; there is nothing the **Doctor** can do, and the only thing that is keeping them alive is a mysterious agent in the planet's atmosphere. The **Doctor** suggests contacting the **Vidians** but the two officers feel this is too risky, so Janeway hands command of the **U.S.S. Voyager NCC-74656** to **Tuvok** with strict instructions not to contact the **Vidians**.

The crew beam a shelter and a portable lab down to the planet. Janeway tries to capture one of the insects that infected them, while Chakotay begins work making their shelter into a home.

Six weeks after leaving the planet, **Voyager** detects a **Vidian** convoy. **Harry Kim** suggests contacting them, but **Tuvok** refuses. That night **Harry** visits **Tuvok** with a plan. He believes they could offer the **Vidians** a sample of **B'Elanna's** DNA in return for their help. **Tuvok** refuses to change course, but **Kes** eventually persuades him that he has to consider the emotional wellbeing of the crew, and he agrees to contact the **Vidians**. On the planet, the storm has destroyed all of Janeway's equipment, and she reluctantly accepts that she will have to abandon her research.

Dangerous deal

The **Vidians** bring the **Doctor's** friend **Danara Pel** aboard one of their ships; she tells **Tuvok** they have an appropriate antiviral agent, and **Voyager** arranges a rendezvous.

Janeway is beginning to accept the situation. She and **Chakotay** are becoming much closer, but the sexual tension is making them both a little uncomfortable.

The **Vidians** attempt to ambush **Voyager**, but **Tuvok** is prepared for battle. As they fight, **Danara** contacts the **Doctor** and arranges for **Voyager** to secretly beam the antiviral serum aboard. Janeway and **Chakotay** are sad to leave their settlement, but resume their command as **Voyager** sets course for the **Alpha Quadrant**.

'RESOLUTIONS'

"I've never liked saying goodbye, so I'll make this brief. But I want you all to know that serving as your captain has been the most extraordinary experience of my life. No captain could ask for more than what this crew has given – bravery, compassion, and strength of character ..."

– Captain Janeway

ON SCREEN...



1 Captain Janeway and Commander Chakotay spend 17 days in stasis while the **Doctor** attempts to find a cure for their condition. When they awake, he has to tell them that he has failed.



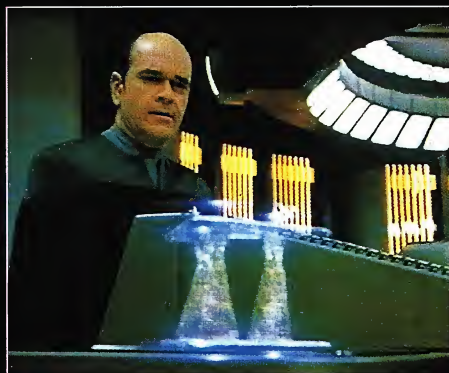
2 Stranded on the planet, Janeway continues the search for a cure. Her first step is to lay traps for the insects that infected them. She is unwilling to accept that she may fail.



3 A storm wrecks Captain Janeway's scientific equipment, and she reluctantly begins to acknowledge that she will almost certainly spend the rest of her life on the planet.



4 Away from the formal command structure of the **U.S.S. VOYAGER**, Janeway and Chakotay find that they are attracted to one another as man and woman.



5 Although the **Vidians** ambush the **VOYAGER**, the **Doctor's** friend **Danara Pel** manages to provide a sample of an antiviral serum that will cure the stranded **Starfleet** officers.



6 Captain Janeway and Commander Chakotay abandon their shelter and return to their positions on **VOYAGER**. But their relationship will never be quite the same again.

STARSHIP FACTS

B'Elanna's Klingon DNA is very valuable to the **Vidians** because it appears to be resistant to the phage.

D continued

Dax [symbiont] A **Trill** symbiont. As with all Trill symbionts, Dax joins with humanoid Trills to form a unique being. Dax has had seven hosts and retains all of their memories and even aspects of their personalities. Dax is currently joined to **Jadzia**, a **Starfleet** Lieutenant Commander. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 9, 43, 46, 70**

Dax, Audrid Fourth host of the Dax symbiont, joined after **Emony** and before **Torias**. Audrid Dax was a member of the **Symbiosis Commission**, and mother of several children. She died sometime in the 2280s. (*Starship Log*: 'Babel' [DS9]) **SEE FILES 9, 46, 70**

Dax, Curzon Seventh host to the Dax symbiont, joined from 2285 to 2367. Curzon Dax had a distinguished career as a **Federation** diplomat. He was involved with the peace negotiations with the **Klingon Empire** following the conference at **Khitomer** and his name is still honored by Klingons. Curzon became very close to **Kang**, **Koloth**, and **Kor**, and was a friend and mentor to **Benjamin Sisko**. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 9, 43, 46, 70**

Dax, Emony The third host to the **Trill** known as Dax. Emony was female and an accomplished gymnast. She was also one of **Dr. Leonard McCoy's** lovers. (*Starship Log*: 'Facets' [DS9]) **SEE FILES 9, 46, 70**



Dax, Jadzia Most recent host of the Dax symbiont, joined in 2367. Jadzia possesses numerous academic honors, and was the first applicant to be reaccepted to the **Trill Initiate Program** after failing. Jadzia Dax was assigned to **Deep Space Nine** in 2369, and married **Worf**, the station's strategic operations officer, in 2374. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 9, 43, 46, 48, 70**

▲ **Jadzia is the current host of the Dax symbiont. She is a Lieutenant Commander in Starfleet, serving on DEEP SPACE NINE, and combines many of the strengths of her predecessors.**

Dax, Jadzia [mirror] In the Mirror Universe Jadzia was the lover of the mirror **Ben Sisko**, and a member of the **Terran Rebellion**. (*Starship Log*: 'Through The Looking Glass' [DS9]) **SEE FILES 18, 43, 70**

Dax, Joran Sixth host of the Dax symbiont. Joran was erroneously joined in 2285, dying after only six



▲ **Curzon Dax was a joined Trill who excelled as a Federation diplomat. He was particularly revered by the Klingons, and even became godfather to one of Kang's sons. Curzon was also an important figure in the young Ben Sisko's life.**

months of symbiotic life, an incident concealed by the **Trill Symbiosis Commission** until 2371. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 46, 70**

Dax, Lela First host to Dax. Lela served as a council member on **Trill**, one of the first females to do so. (*Starship Log*: 'Facets' [DS9]) **SEE FILES 9, 46, 70**

Dax, SOang The godson of **Curzon Dax**, murdered in the early 24th century by the **Albino**. Kang, a **Klingon** warrior, subsequently avenged his firstborn son's death by killing the Albino in 2370. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 43, 48, 70**

Dax, Tobin Second host to Dax. Shy and awkward in social situations, Tobin engaged in numerous scientific and technical pursuits, as well as magic tricks. (*Starship Log*: 'The Siege' [DS9]) **SEE FILES 9, 46, 70**

Dax, Torias Fifth host to the Dax symbiont, and husband of **Nilani Kahn**, another joined **Trill**. Torias, a test pilot, was joined for less than a year before dying from injuries suffered in a 2285 shuttle flight accident. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 43, 46, 70**

Day, Colonel **Bajoran** officer. As a clandestine member of the militant '**Circle**' faction, Day engaged in that group's 2370 seizure of **Deep Space Nine**, and subsequently killed Bajoran resistance hero **Li Nalas**. (*Starship Log*: 'The Siege' [DS9]) **SEE FILES 47, 70**

Dayos IV Planet where, in 2363, **Klingon** warrior **Kang** cared for a discarded wife of his nemesis, the **Albino**. After she died in 2370, an amulet she had worn revealed the Albino's whereabouts. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 3, 48, 70**

Daystrom Institute Renowned center for various scientific and technological studies, archeological research, cybernetic development, and starship design. **Bruce Maddox**, **Dr. Leah Brahms** and **Vash** are among its graduates or faculty. (*Starship Log*: 'Booby Trap' [TNG]; 'Q-Less' [DS9]) **SEE FILES 7, 69, 70**

Dax (symbiont)
Dax, Audrid
Dax, Curzon
Dax, Emony
Dax, Jadzia
Dax, Jadzia (mirror)
Dax, Joran
Dax, Lela
Dax, Son of Kang
Dax, Tobin
Dax, Torias
Day, Colonel
Dayos IV

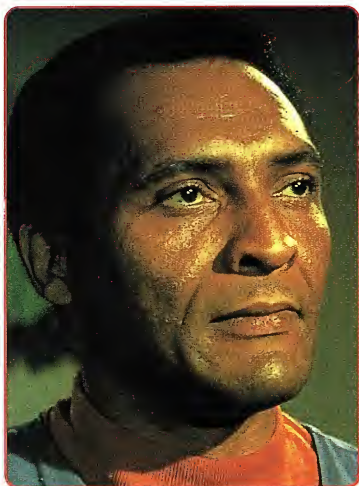
Daystrom Institute
Daystrom, Dr. Richard
DCA pulse
de Laure belt
Deadwood
Dealt, Lieutenant Commander
Hester
Dean, Lieutenant
death ray
death sleep
Debin
Debrune
decathlon
Decius (officer)
Decius (Warbird)



▲ **The Dax symbiont is a member of an unusual species which is native to the Trill homeworld. It normally lives inside a humanoid host.**



▲ **Colonel Day was a Bajoran nationalist and a member of the Circle. He was responsible for the death of Li Nalas.**



◀ **Dr. Daystrom is one of the greatest influences on 23rd century computer science.**

Daystrom, Dr. Richard

Brilliant but tortured inventor of the **duotronic** system and other 23rd century advances in computer science. Following the catastrophic failure of his **multitronic** system, Dr.

Daystrom suffered a debilitating nervous breakdown. (Starship Log: 'The Ultimate Computer' [TOS]) **SEE FILES 7, 43, 68**

DCA pulse

In an attempt to regain control of a shuttlecraft he and **Neelix** were using in 2372, **Tom Paris** set the DCA pulse order to neutral. The shuttle crashed anyway. (Starship Log: 'Parturition' [VOY]) **SEE FILES 29, 43, 71**

de Laure belt

A collection of celestial bodies within the **Alpha Quadrant**. The planet **Tau Cygna V** is located here. (Starship Log: 'The Ensigns of Command' [TNG]) **SEE FILES 3, 18, 69**

Deadwood

A 19th-century town in the North American frontier region of South Dakota. Deadwood was the model for the locale in **Reg Barclay** and **Alexander Rozhenko's** 'Ancient West' holodeck adventure. The holographic town was populated by fictional characters. (Starship Log: 'A Fistful of Datas' [TNG]) **SEE FILES 25, 43, 48, 69**



▶ **Alexander Rozhenko enjoyed spending time in a holographic recreation of Deadwood, a town from the historic country of America's 'Wild West' period. He even persuaded his father to join him in the holoprogram.**

Dealt, Lieutenant Commander Hester

A senior administrator at the Medical Collection Station on **'audet IX**, responsible for potentially virulent specimens ferried aboard the **U.S.S. Enterprise NCC-1701-D** in 2365 in the attempt to develop a plasma plague vaccine. (Starship Log: 'The Child' [TNG]) **SEE FILES 19, 69**

Dean, Lieutenant

Starfleet officer assigned to the **U.S.S. Enterprise NCC-1701-D**. Dean was a regular fencing opponent of **Captain Jean-Luc Picard's**. (Starship Log: 'We'll Always Have Paris' [TNG]) **SEE FILES 25, 69**

death ray

Generic term for a powerful (but usually fictitious) weapon. While escaping from the 1947 US Army Air Corps, **Quark** tried to convince **General Denning** that his finger was such a weapon. (Starship Log: 'Little Green Men' [DS9]) **SEE FILES 51, 70**

death sleep

Colloquialism for the coma-like neuroleptic shock **Kes** fell into while in the ancestral shrine of the **Nechani**. (Starship Log: 'Sacred Ground' [VOY]) **SEE FILES 18, 71**



Debin

The father of **Yanar**, whose secret betrothal almost ruptured a fragile coalition involving his leadership of planet **Altec**. (Starship Log: 'The Outrageous Okona' [TNG]) **SEE FILES 18, 40, 69**

▶ **Debin was shocked to learn that his daughter, Yanar, had secretly become engaged to Benzan of Straleb.**

Debrune

An extinct subculture related to the **Romulan** species. Debrune archeological ruins on **Barradas III** contained fragments of the legendary **Stone of Gol**, a powerful psionic weapon. (Starship Log: 'Gambit', Part I [TNG]) **SEE FILES 6, 69**

decathlon

Athletic competition in which participants contend in 10 track and field events involving running, throwing, and jumping skills. **B'Elanna Torres** was on the decathlon team at **Starfleet Academy**. (Starship Log: 'Basics', Part II [VOY]) **SEE FILES 43, 71**

Decius [officer]

A mid-rank officer aboard a **Romulan Bird-of-Prey**. Decius used his familial connections in the Romulan hierarchy to manipulate the ship's commander into a confrontation with the **U.S.S. Enterprise** in 2266. (Starship Log: 'Balance of Terror' [TOS]) **SEE FILES 35, 68**

Decius [Warbird]

An illusory **Romulan Warbird** that **Barash** used in the reality he devised as part of an attempt to manipulate **Commander Riker** into staying on **Alpha Onias III** as a companion. (Starship Log: 'Future Imperfect' [TNG]) **SEE FILES 43, 58, 69**



▶ **Decius served on a ROMULAN BIRD-OF-PREY which entered Federation space on a raiding mission in 2266. Decius favored aggressive action, and used his family connections to influence his commanding officer.**

WILLIAMS